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Fan Created Scenario.

Arcane Hall
Spider Altar
Ledge
Boulder Room
Den
Starting Area
Copper 1 - 100 Gold, 2 Conquest Tokens
Copper 2 - 1 Curse, 100 Gold, 1 Copper Treasure
Copper 3 - 1 Curse, 1 Copper Treasure, 1 Healing Potion
Silver 1 - 200 Gold, 3 Conquest Tokens
Silver 2 - 2 Curse, 2 Silver Treasure
Silver 3- 2 Curse, 1 Silver Treasure, 300 Gold, 1 Healing Potion
Gold 1 - 2 Curse, 1 Gold Treasure, 300 Gold
Gold 2 - 1 Curse, 1 Gold Treasure
2
4
4

Cult of Stone

By Scott Lewis

Scenario Background

You are passing through a small village, and stop at the local tavern for a quick bite before you continue. As you are enjoying your cheese and bread, you feel someone tug at your pant leg. You look over and see a small boy, pointing toward the corner, fear in his eyes. Suddenly, upon seeing that he's caught your attention, he runs out of the tavern into the street.

You cautiously look into the corner and see a strange man, beckoning you over. Slowly, you walk over, your hand on your weapon. "There is no need for that, I am unarmed" he croaks. "But I have need of your unique services." He hands you a battered map as he says "A local group of villagers have gone mad, and have formed a group dedicated to some fictitious idol. However, their idol apparently demands human sacrifice, at least that's what we gather. Alas, some of our young children have already disappeared. I know, however, that you can take care of them before they can get any more."

Mission Goals

You journey to the location marked on the map. It's only a few hours away, but the rugged terrain makes it seem longer. Finally, you arrive at a small, rundown castle. You see the ground trampled near the entrance, along with marks that look as though something heavy was being dragged along the ground. You venture in, weapons ready, prepared to take care of this threat.

You begin the game with 5 Conquest Tokens. If you can find and activate some Glyphs of Transport, your quest will be eased. If you should ever run out of Conquest Tokens, the cult will have triumphed and you will be sacrificed to their idol.

Starting Area

The walls of this room look rough, but sturdy. Around the bend, you hear a low rumbling noise coming from the other side of the door.

Boulder Room

Do not place the door at the north end of the room; it will be placed after the rubble is destroyed.

You open the door just in time to see a large boulder roll right past the door and down the hall directly in front of you. The edges of the room are rounded, just enough to fit the boulder's immense size. You hear the sounds of creatures wandering the hallways, almost in play, though upon hearing the door open they begin to snarl and make their way towards you. One end of the main room seems to be blocked with a large stone door.

The Master Beastman in this room is the Key Keeper. It has the same stats as a normal Master Beastman. When it is killed, place the blue rune key in the space where it died.

If the two Buttons are pressed (in Spider Altar and Den) simultaneously:

Suddenly, the very floors of the castle lurch. You can still hear the rumbling of the boulder, but it sounds different than it did.

The Boulder will begin rolling the other way; flip it so the arrow points in the exact other direction.

Flip over and rotate the Green boulder ramps as shown in the diagram below the room. Remove the Red boulder ramp.

If the Boulder runs into the Rubble tiles placed in the north end of the room:

With a loud CRASH, the Boulder smashes into the Stone Door. Instead of simply collapsing, however, it explodes with a deafening BOOM. As the dust clears, all that remains is a wooden door, surprisingly unscathed.

Any figure in the room when the boulder explodes rolls 1 power die and one red die. The figure will take damage equal to the result of the red die (ignoring armor), plus the following, depending on the result of the power die:
Blank - no extra effect
Power Surge - the figure is stunned
Power Enhancement - The figure is stunned and takes one additional wound.

Remove both Rubble Tokens from the north end of the room, and place the door where shown.

Ledge

The floor of the room is noticibly higher than the floor in the hallway you came from. Apparently, this is not natural, as a huge crevice is in the floor where the room was once connected to the hallway. An ogre looks up from it's disgusting looking mean, and begins to prepare itself to attack.

Spider Altar

The stench of death permeates this room. At the far end, you see a large stone Bane Spider, surrounded by kobolds apparently in worship. Upon hearing you enter, they turn to face you. You almost jump when you see the spider itself also begin to twitch in anticipation.

The Bane Spider in this room is the Stone Spider. It has the same stats as a Master Spider, except it has 4 more Armor and has Ironskin.

If a Hero ends its move on the Encounter Marker:

As you step on the tile, you feel it shift slightly, and hear a faint clicking sound. You step off for a moment, and feel it shift back as you do so.

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Den

A large Manticore is lying down, licking it's paws as you enter. Upon seeing you, it slowly rises. Several small skeletons, who were piled on the floor in heaps, suddenly jump to live, wielding bows made of human bone.

If a Hero ends its move on the Encounter Marker:

As you step on the tile, you feel it shift slightly, and hear a faint grinding sound in the distance. Not loud, and almost as if something was jammed. You step off momentarily, and the tile returns to it's former position.

Arcane Hall

As you slowly open the door, you begin to hear an ominous chanting. Opening the door completely, you are almost knocked over by the heat. Magma seems to ooze from the walls, collecting in two small pools on your right and left. Near those pools, fiery dogs seem to be drinking as a normal dog would drink water. At the far end of the room, you see a group of men circled around a large, stone statue, chanting an arcane spell. They cease just as you enter the room. A gleam appears in the statue's eyes, though it continues to remain unmoving.

"Ah, Marvus has sent us the promised sacrifice," cackles one of the Sorcerers. "They will restore Gral to his former glory, and we will return to our village to take our rightful rule!"

The Golem is Gral, the ancient construct of Stone. At first, it cannot be activated, and cannot be harmed in any way.

Any Hellhounds in this room (or that are spawned later) are immune to Lava. If they occupy a Lava space, they gain the Burn ability.

When a Sorcerer is killed:

As the sorcerer falls to the floor, he smiles almost in pleasure! "I will be one with Gral!" he says, and is then silent. The gleam in the statue's eyes seems to grow brighter.

When the last Sorcerer in this room is killed (including any that are spawned later):

As the last Sorcerer falls to the floor, he gasps "You fool! Our sacrifice to Gral shall merely be our own souls. He will reward us and we will be with him!".

Suddenly, the Statue begins to move, and begins to attack.

When Gral becomes active, it gets a free activation. During this FIRST activation, it is treated as if Charge was played.

Gral behaves like a regular Golem, but has Fear 1 in addition to it's other abilities.

If Gral is defeated:

As your attack strikes the Golem's form, it suddenly collapses to its knees. Cracks begin to appear throughout it's body, cracks glowing with a burning light. You hear screams of anguish from the souls trapped within. Suddenly, the Golem crumbles into a large pile of dust and stone, and the screams are no more. The lava pouring from the walls instantly cools, and you find the room suddenly empty. As you prepare to leave, however, you hear the whimpering of a small child. Moving quickly, you go to the pile of dust and dig through it, finding a group of several children, shivering with fear.

One of the older one speaks: "Where are we? These bad men grabbed us, and took us to a castle, and suddenly, we were in this dark place with mean voices everywhere. I couldn't move, couldn't see the others, but had a strange dream where I was attacking.... you!" He suddenly gasps. "I'm sorry, it was just a dream!" He then begins sobbing uncontrollably. As soon as you are able, you manage to take the children back to town, where their parents are extremely grateful to you. You are given a heroes feast, as a feeling of peace is once again felt in the village.

Give the players 4 Conquest Tokens. They have saved the children from being servents of the Cult, and destroyed Gral forever.

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